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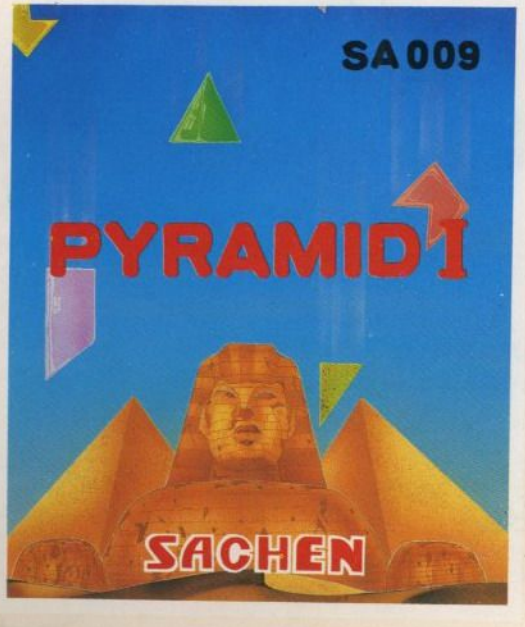
SACHEN

SACHEN®



TC009

THE PYRAMID I

THE PYRAMID I CONTROL SUMMARY

CONTROLS

Right Arrow and Lift Arrow	Move the blocks in the indicated direction.
Down Arrow	Move the blocks down quickly.
Button A	Turn other sides of blocks.
Button B	Turn other sides of blocks.
Button B+	
Up Arrow	Drop down the bombs.
Start Button	Starts the game. Also freezes the game.
Select Button	Selects the option from the screen.

Bombs

SPECIAL OBJECTS

Drop down the Bombs to destroy the blocks which you don't like.

I. INTRODUCTION

It is said that there are hidden a secret of knowledge in the pyramid of Egypt. It is the mystery triangle. You are a scholar who love adventure and want to resolve it's secret. Do your best! You will get the knowledge.

PRECAUTION

1).Store at room temperature. Do not subject to enviromental extremes.
2).Always ensure that power is off before inserting or removing the catridge from the Nintendo®system.
3).Keep contacts clean(do not touch them and store the cartridges in its box when not in use).
4).Do not try to open or disassemble the cartridge.
5).Do not sit too close to your televison.
6).Do not clean the cartridge with chemical agents.

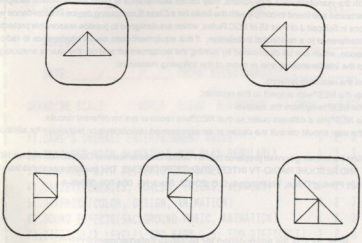
II.GAME CONTROL

Right Arrow and Left Arrow	Move the blocks in the indicated direction.
Down Arrow	Move the blocks down quickly.
Button A	Turn other sides of blocks.
Button B	Turn other sides of blocks.
Autton B+	
Up Arrow	Drop down the bombs.
Start Button	Starts the game. Also freezes the game.
Select Button	Selects the option from the screen.

III. GAME MECHANICS

There are a total of ten levels of Pyramid I and you have five bombs in each one. You must find the way to fill one horizontal line of blocks.The line will disappear. The bombs will destroy the blocks which stop you from completing a line.

IV. BLOCKS



COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Note: NES® is the abbreviation for Nintendo Entertainment System®.

THE PYRAMID I EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

ADRESS: _____

DATE: ____/____/____ PHONE #(Optional):(_____) ____--_____

GRANDING SCALE: 1:WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1).GAME'S OVERALL ENTERTAINMENT VALUE	1	2	3	4	5
2).COMPARED WITH GAMESTHAT YOU PLAY REGULARLY	1	2	3	4	5
3).COMPARED WITH ALL EXISTING GAMES	1	2	3	4	5
4).VARIETY(ENEMIES, WORLDS, TRICKS, WEAPONS)	1	2	3	4	5
5).GRAPHICS(COLOR, DESIGN, ANIMATION)	1	2	3	4	5
6).SOUND EFFECTS(BACKGROUND MUSIC, ANIMATION)	1	2	3	4	5
7).DIFFICULTY LEVEL(1:TOO EASY...5: TOO DIFFICULT)	1	2	3	4	5
8).FLAWS OR PROBLEMS(1:NONE...5:TOO MANY)					

PLACE
STAMP
HERE